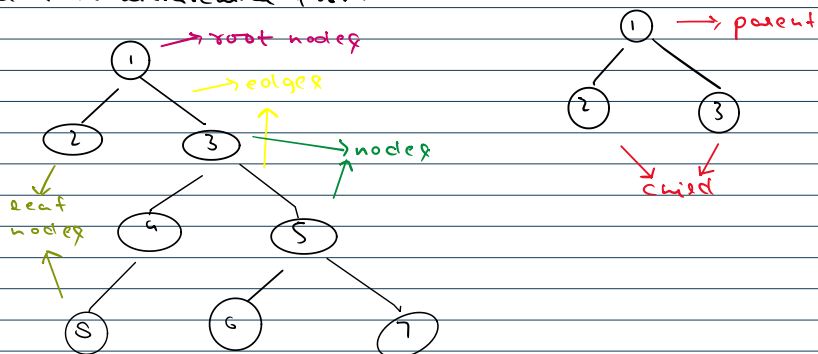


## Trees



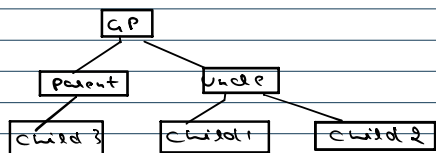
It is a non-linear data structure and it represents data in hierarchical form.



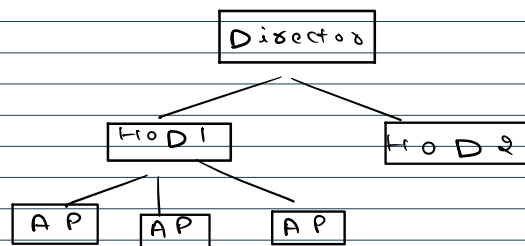
- 1. Nodes  $(N)$   $\Rightarrow$  Edges  $(N-1)$
- 2. single parent except root
- 3. any no. of children
- 4. no cycles in tree.

### real world analogies

- 1. Family Tree

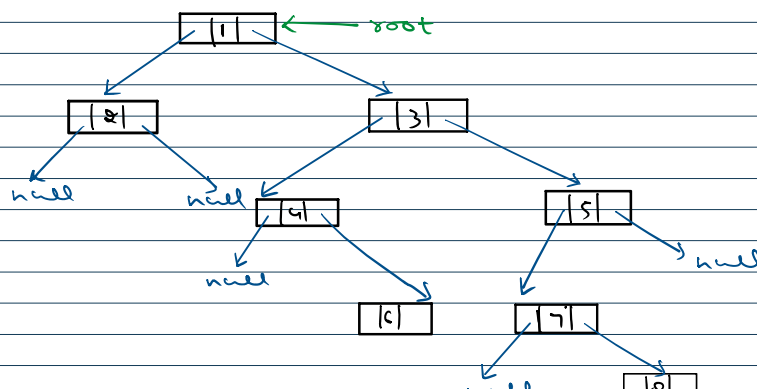
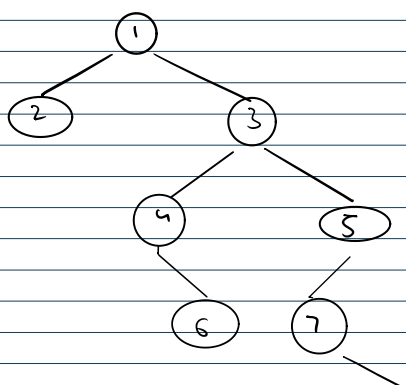
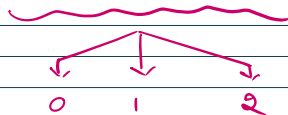


- 2. Organisation Tree

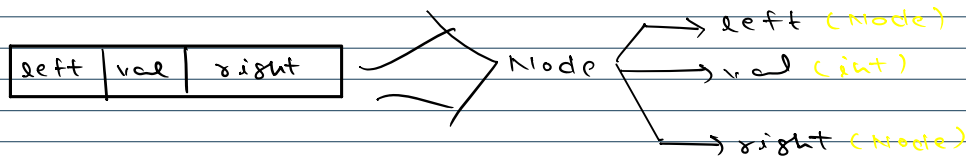
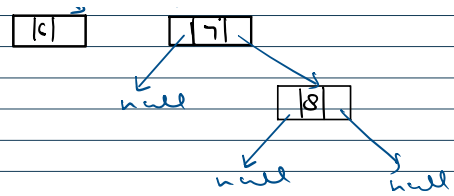
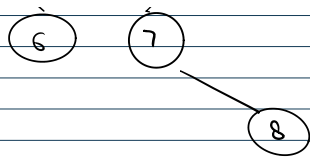


### Binary Tree

where each node has at most two children (left & right child)





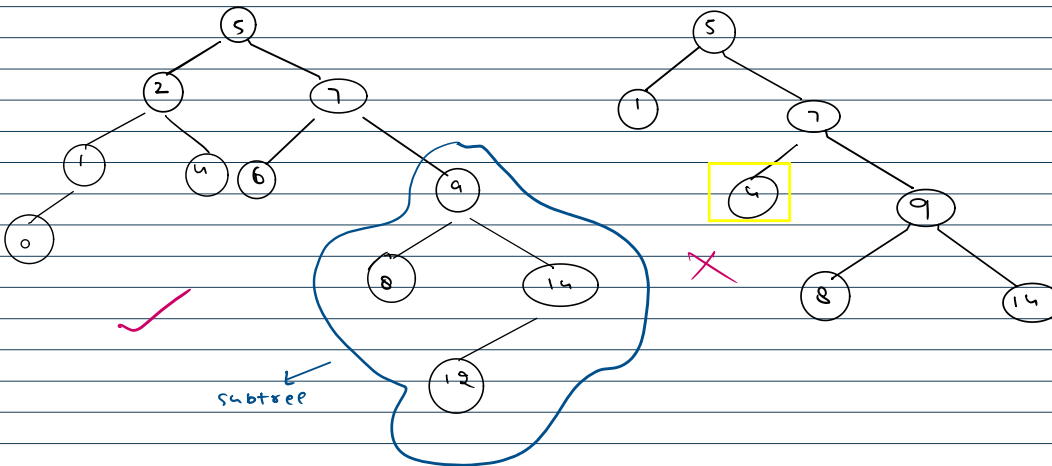


## Binary Search Tree

It is a BT that follows:

ordering property  $\left\{ \begin{array}{l} \rightarrow \text{left child} \Rightarrow \text{smaller than parent} \\ \rightarrow \text{right child} \Rightarrow \text{greater than parent} \end{array} \right.$

## Example



```

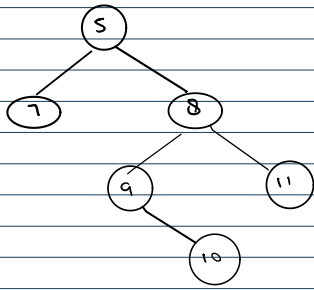
1 public BinaryTreeNode() {
2     root = createTree();
3 }
4
5 // createTree()
6 private Node createTree() {
7     int val = sc.nextInt();
8     Node nn = new Node();
9     nn.val = val;
10
11     boolean hasLeftChild = sc.nextBoolean();
12     if (hasLeftChild) {
13         nn.left = createTree();
14     }
15
16     boolean hasRightChild = sc.nextBoolean();
17     if (hasRightChild) {
18         nn.right = createTree();
19     }
20
21     return nn;
22 }
  
```

```

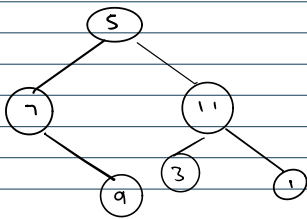
1 public void display(Node nn) {
2     if (nn == null) {
3         return;
4     }
5
6     String ans = "";
7     if (nn.left != null) {
8         ans = nn.left.val + ans;
9     } else {
10        ans = "." + ans;
11    }
12
13    if (nn.right != null) {
14        ans = ans + nn.right.val;
15    } else {
16        ans = ans + ".";
17    }
18
19    System.out.println(ans);
20    display(nn.left);
21    display(nn.right);
22 }
  
```







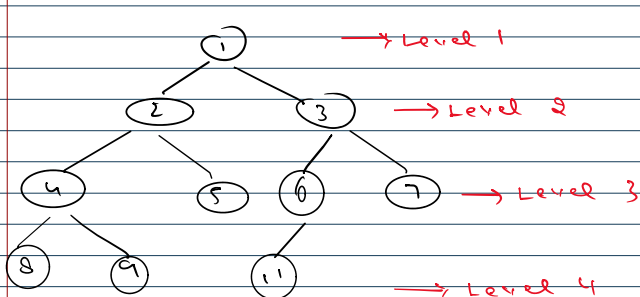
5  
 true  
 7  
 false  
 false  
 true  
 8  
 true  
 9  
 false  
 true  
 10  
 false  
 false  
 true  
 11  
 false  
 false



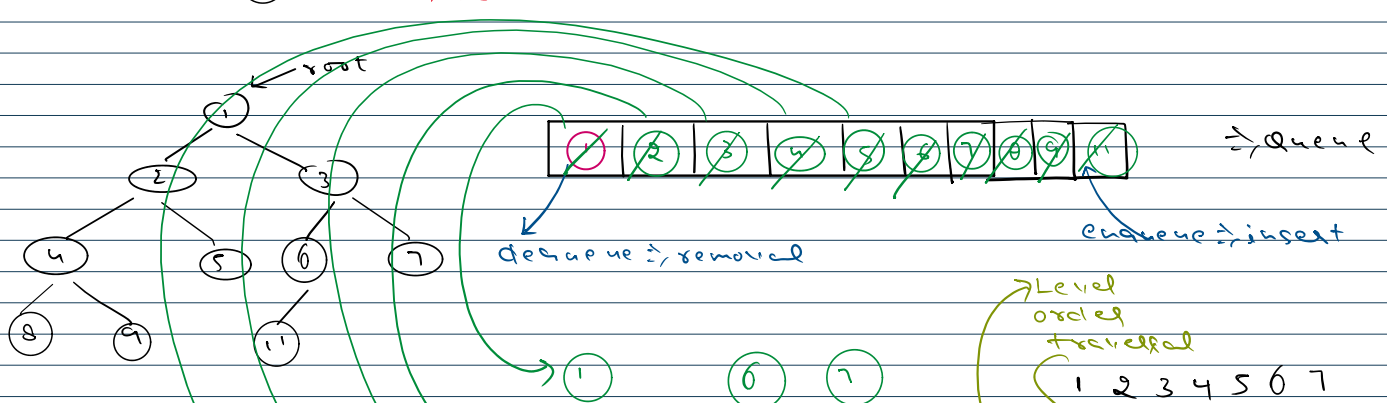
5  
 true  
 7  
 false  
 true  
 9  
 false  
 false  
 true  
 11  
 true  
 3  
 false  
 false  
 true  
 1  
 false  
 false

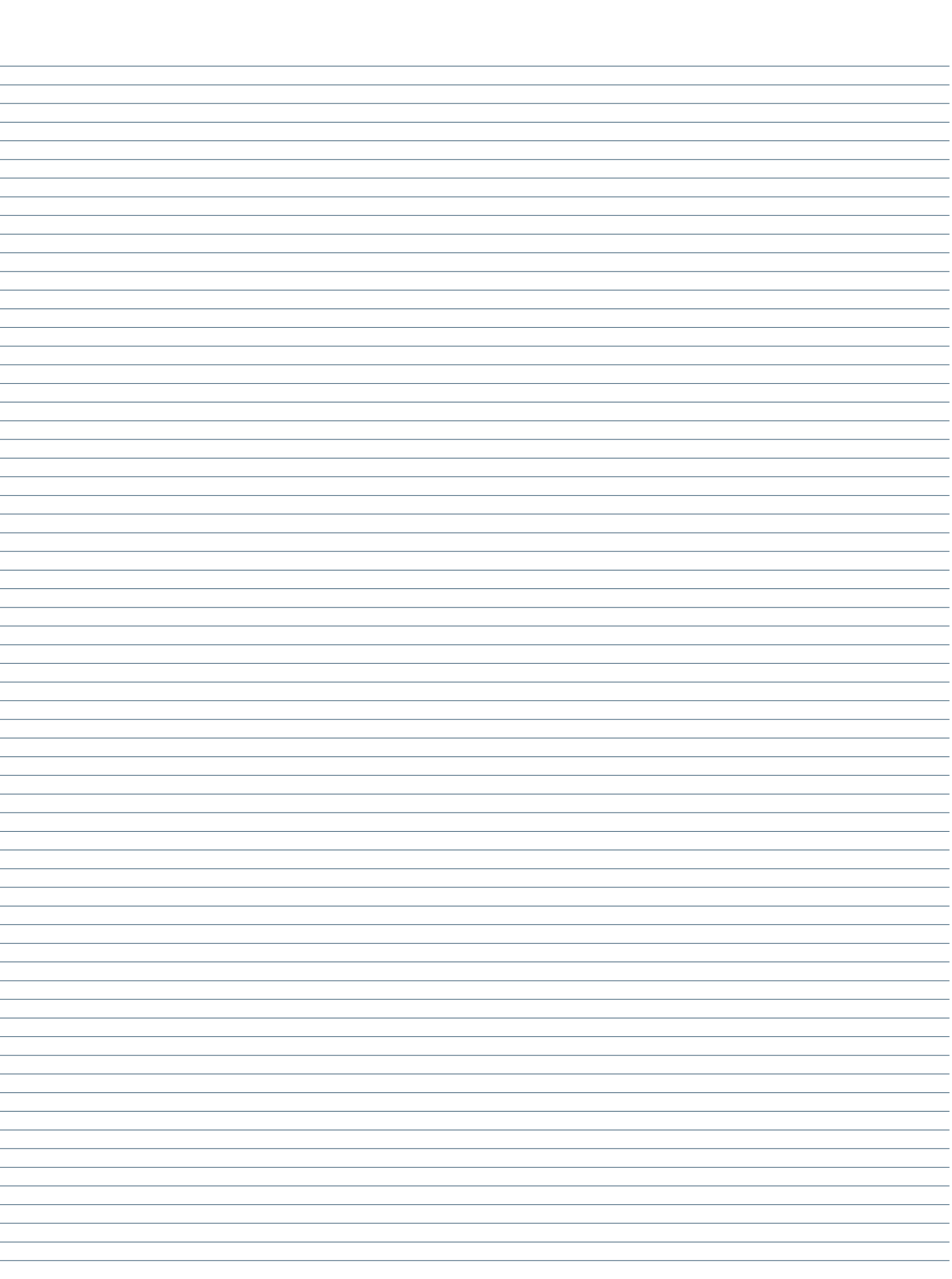
## Traversal

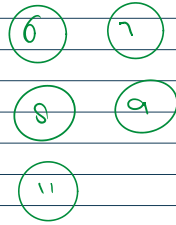
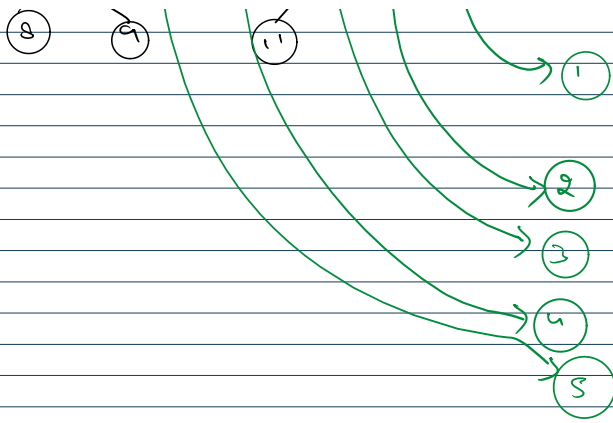
### Level order traversal



1, 2, 3, 4, 5, 6, 7, 8, 9, 11







order traversal  
 { 1 2 3 4 5 6 7  
 { 8 9 11

→ stops when Q is empty

```

60 public void levelOrderTraversal() {
61     Queue<Node> q = new LinkedList<>();
62     q.add(root);
63
64     while (!q.isEmpty()) {
65         Node nn = q.poll(); // remove first
66         System.out.print(nn.val + " ");
67
68         if (nn.left != null) {
69             q.add(nn.left);
70         }
71
72         if (nn.right != null) {
73             q.add(nn.right);
74         }
75     }
76     System.out.println();
77 }
  
```

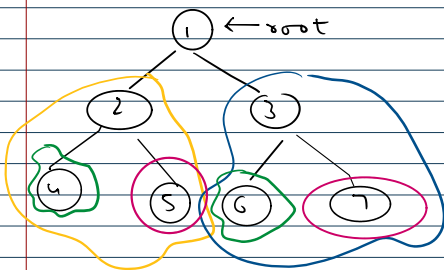
```

10 public class BinaryTreeClient {
11     public static void main(String... args) {
12         Binarytree bt = new Binarytree(); // Tree
13         bt.display();
14         bt.levelOrderTraversal();
15         System.out.println("Hello Akarsh!");
16     }
17 }
  
```

Traversals

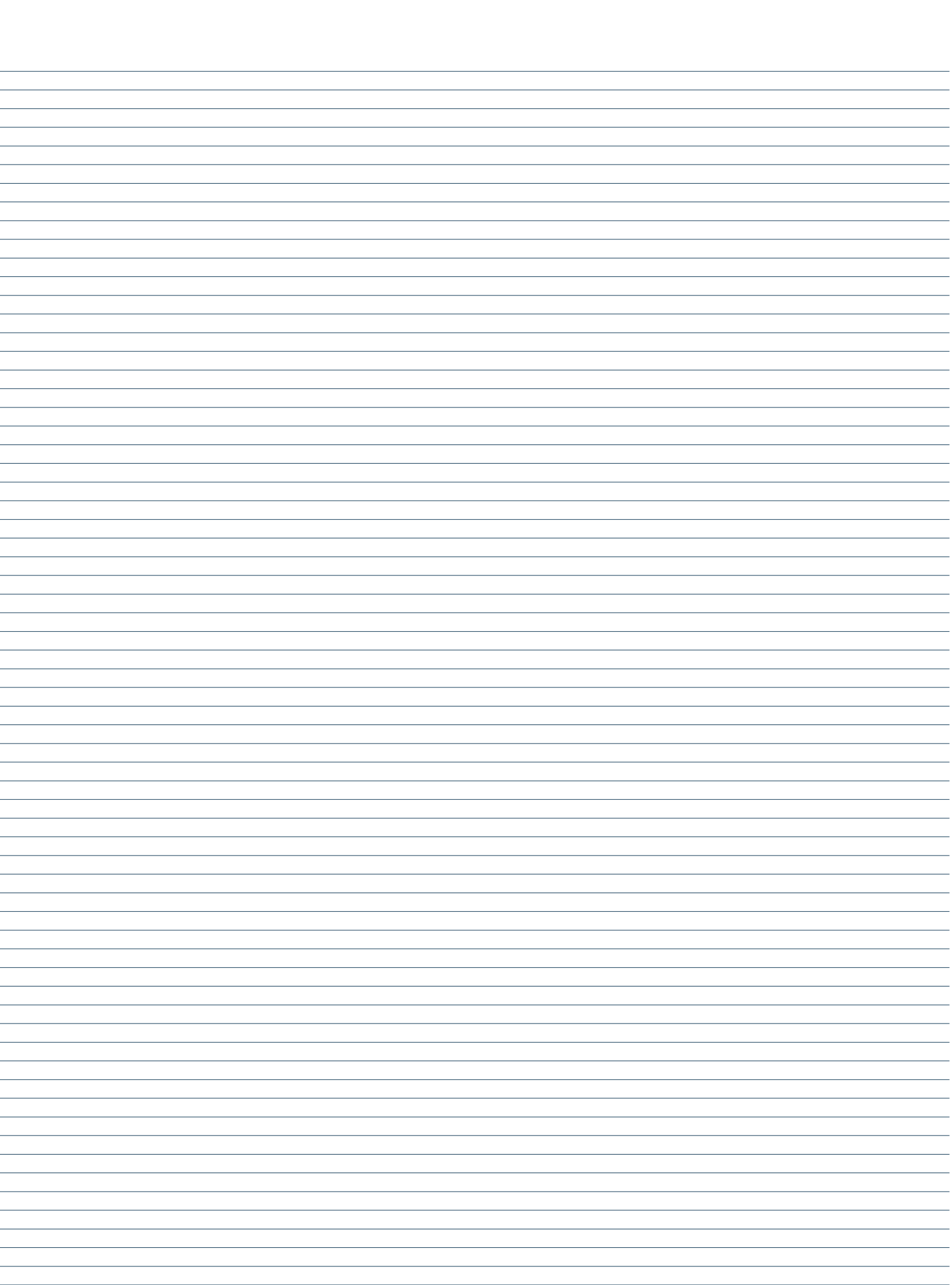
- Preorder ⇒ val → left → right
- Postorder ⇒ left → right → val
- Inorder ⇒ left → val → right

### Pre order Traversal

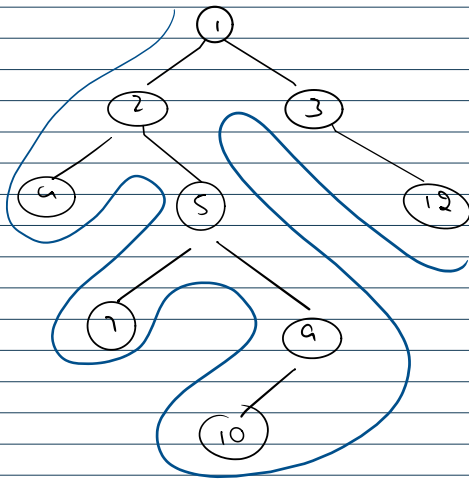


1	left		right
↓		↓	
2	left	right	3
↓	↓	↓	↓
4	5	6	7

1 2 4 5 3 6 7



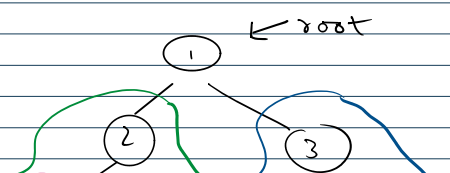




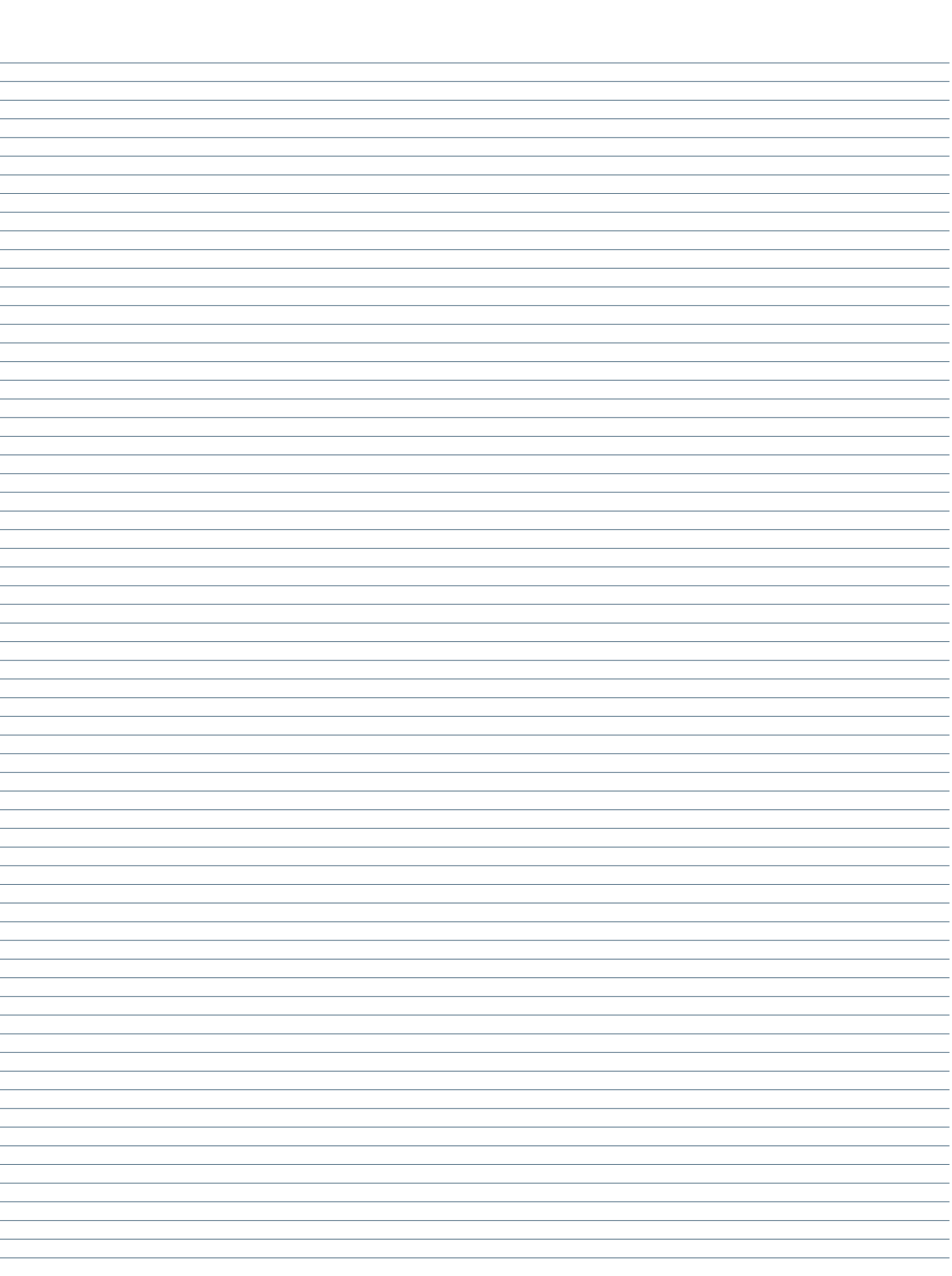
1 2 4 5 7 9 10 3 12

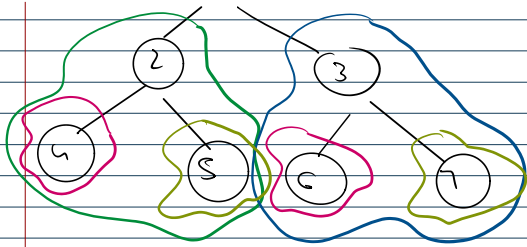
1  
true  
2  
true  
4  
false  
5  
false  
7  
true  
3  
true  
6  
false  
9  
false  
10  
true  
12  
false

## Post order Traversal



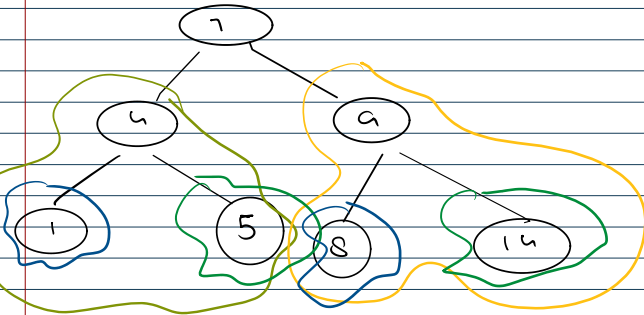
left                      right  
↓                      ↓  
left    right    2            left    right    3  
↓                      ↓                      ↓





left	right	2	left	right	3
↓	↓		↓	↓	
4	5		6	7	
4	5	2	6	7	3
					1

### Inorder traversal



↓  
BST

left		7		right
↓				↓
left	4		right	
↓			↓	
1		5		14
1	4	5	7	8
				9
				14

always sorted for BST

